Singleton< TemplateManager >

_singletonInstance

+ getSingleton()
# ~Singleton()
# initializeSingleton()
# deinitializeSingleton()

Audio::TemplateManager

+ TemplateManager()
+ ~TemplateManager()
+ addDefinitionFile()
+ addDefinitionFile()
+ getDefinitionFile()
+ getDefinitionFile()
+ setDefaultDefinitionFile()
+ getDefaultDefinitionFile()
+ getSourceTemplate()
+ addSourceTemplate()
+ addSourceTemplate()
# loadSourceTemplate()